ELITE MINOR - OVERSEER BASE

INFANTRY – BUILD RATING 0

MOVE	SOAK	REACT	MELEE
6/9”	0	7/10	3

DAMAGE	4

WEAPONS	RANGE	ARC	AP	AT	AA
Small Arms	12”/-	ALL	4	2	2
Point Blank: Gain +1 Firepower Rating shooting at Short Range.					
Plasma Grenades	6”/-	ALL	3	2	0
Blast: Ignore Terrain when determining Firepower Rating.					
Cooldown: May only fire once per Game Turn.					

UNIT LOADOUTS

Battle Hardened (1): Re-roll up to 1 failed Melee Attack Dice.
Heroic Save (Leader): Ignore Damage on a roll of 1 or 2.

ELITE MINOR - OVERSEER BASE

TYPE

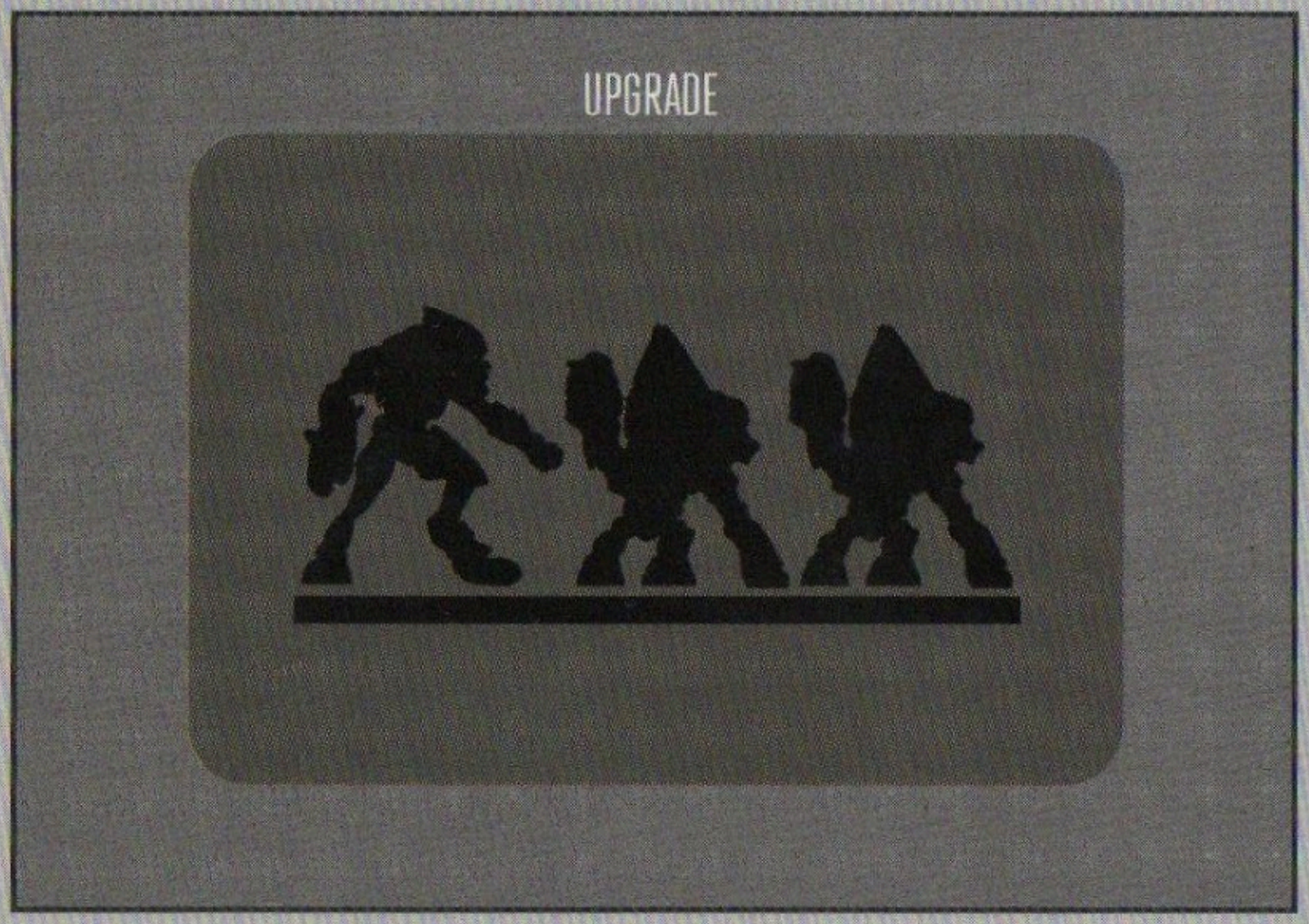
INFANTRY

ELEMENTS

UPGRADE

POINTS

+20



UNIT UPGRADES

Reinforcements: This Element is fielded as an upgrade only.

Young Sangheili warriors are ever-hungry for glory and accumulation of battle honours that will enable them to advance in the bloody meritocracy of the Covenant. It as Minors that the warrior's battle lust is tempered by the realities of war and they learn the merits of teamwork, though these lessons are hard-earned by impetuous and overconfident recruits' eager to show their worth. Those Minors who show an affinity for leadership are placed in command of lower-caste Covenant forces, while those with more bravery than skill are kept under the watchful eye of experienced Sangheili officers.

A lifetime of training and preparation has prepared the Elite Minors for the coming storm of blood and plasma. They are found in a variety of roles on the battlefield, from leading Grunts to operating combat vehicles. Their Minor ranks are indicated by blue armour.

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